

2018 Flag Football

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2017 -18 NIRSA Flag Football Rules

fhsaa.arbitersports.com

[2017-2018-NIRSA-Flag-Football-Rules-Book.pdf](#)

2018 Flag Football Important Dates

Registration Deadline – February 2, 2018

Online Rules Exam Deadline – February 9, 2018

<http://fhsaa.arbitersports.com>

On Field Training – February 24, 2018

St. Petersburg High School 8am to 2pm

Season – March 5 – April 21, 2018

District Tournament – April 23 – 28, 2018

2018 Flag Football Important Dates

Regional Tournament

Semi-Finals **TBD**

Finals **TBD**

State Tournament – Site TBA

Quarter Finals **TBD**

Semi-Finals & Finals **TBD**

2018 Flag Football Important Dates

Regional Tournament

Semi-Finals **TBD**

Finals **TBD**

State Tournament – Site TBA

Quarter Finals **TBD**

Semi-Finals & Finals **TBD**

2018 Flag Football Districts

Class 1A - DISTRICT 8 (10 schools)

Boca Ciega

Clearwater

Dixie Hollins

Dunedin

Gibbs

Lakewood

Largo

Northeast

Osceola

Tarpon Springs

Class 2A - DISTRICT 8 (10 schools)

Braden River

Countryside

East Lake

Lakewood Ranch

Manatee

Palm Harbor University

Palmetto

Pinellas Park

Seminole

St. Petersburg

2017- 18 Flag Football Rule Changes

CO-REC Rules do not apply

1-1-2

Men's or Women's Games. The game shall be played between 2 teams of 7 players each. Four players are required to start the game and avoid a forfeit. The game may be continued with fewer than 4 players as long as the team has a chance to win.

1-6-1M

Illegal Equipment. Hand warmers worn around the waist (flag only).

2-2-1 Batting.

Batting is intentionally slapping, striking, or redirecting the ball with the hand or arm.

2-25 Spots.

Section added to clarify types of spots.

3-2-3D Extension of Periods.

NOTE: The Try shall always be attempted as part of the same period as the touchdown it follows.

3-6-1 Illegally Conserving or Consuming Time.

With less than 2 minutes remaining in the game, the offended team of any foul will have the option to start the game clock on the snap when it would have normally started on the ready.

4-1-2P Ball Declared Dead.

A prosthetic device becomes dislodged from a player who is in possession of the ball.

6-1-2 Punt. EXCEPTION:

If (a) an A or B time-out is called, (b) the period ends, (c) a foul occurs, or (d) an inadvertent whistle is blown anytime prior to or during this down after the A captain's decision that results in the kicking team having the right to repeat the down again, the Referee must ask the A captain whether or not he/she wants to punt and communicate this decision to the B captain (S43).

6-1-6 Formation and Snap.

If the ball hits an R player beyond R's scrimmage line and is then caught by K beyond R's scrimmage line, the ball is dead, belongs to K, and a new series begins for K.

7-3-4 Direct Snap.

The point at which the ball is first touched is the determining factor.

7-10-1 Interference.

Contact is required for pass interference to be called.

9-4-2 Guarding the Flag Belt.

A runner shall not flag guard by using his/her hands, arms, or the ball to cause contact between the runner and an opponent that denies the opponent the opportunity to pull or remove the flag belt.

Officials Manual Changes

Editor's Note: The *Officials' Manual* was reorganized and edited for clarity. Although much of the information is the same, many topics have been relocated into other parts of the manual. There are now 7 parts of the manual: Officiating Basics (I), Game Administration (II), Officiating Responsibilities (III), Communication (IV), 3-Person Mechanics (V), 4-Person Mechanics (VI), and Code of Official Football Signals (VII). The part dedicated to 2-Person Mechanics has been eliminated.

GAME ADMINISTRATION

II-2 Coin Toss.

The R can either catch the coin or let it fall to the ground; however, both teams should know the procedure prior to the flip.

II-7-3 Reporting the Foul to the R.

Prior to communicating the foul, the calling official should report to the R the result of the play.

Do not give a preliminary signal for delay of game, encroachment, or false start fouls.

GAME ADMINISTRATION (continued)

II-7-4 Determining Options with Coaches and Captains.

If there are less than 2 minutes remaining in the game, ask the offended coach or captain if they want the clock to start on the snap, when it would have normally started on the ready. If the choice is obvious, start the clock on the snap.

3-PERSON MECHANICS

V-1-1G BJ Initial Positioning.

Start approximately 20 yards beyond the A scrimmage line, always deeper than the deepest defensive back.

V-1-7B R Reverse Goal Line Mechanics.

If the offensive formation forces your initial 7×7 position to be on or inside the goal line, start on the goal line and be wider than usual to keep an appropriate angle.

V-1-7C/D/E Reverse Goal Line Mechanics.

Utilize reverse mechanics when the ball is snapped on or inside A's 10 yard line.

3-PERSON MECHANICS (continued)

V-2-1D BJ Punt Mechanics.

Start approximately 3 yards behind the deepest receiver and at least 10 yards wide of the nearest receiver. If the deepest receiver lines up on or inside R's 10 yard line, stand on the goal line and be wider than usual to keep an appropriate angle.

4-PERSON MECHANICS

VI-1-1I BJ Initial Positioning.

Start approximately 20 yards beyond the A scrimmage line, always deeper than the deepest defensive back.

VI-1-2D LJ Initial Keys.

Initial keys for the LJ include the snapper and blockers lined up in the immediate vicinity of the snapper.

VI-1-2F BJ Initial Keys.

Initial keys for the BJ are all wide receivers on the LJ side of the snapper.

4-PERSON MECHANICS (continued)

VI-1-4B LJ Line-to-Gain Coverage on 3rd and 4th Down.

If your normal coverage of the play takes you to the line-to-gain, stop there.

VI-1-4C FJ Line-to-Gain Coverage on 3rd and 4th Down.

If the ball is snapped 14 yards or less from the line-to-gain, your initial position is the line-to-gain.

VI-1-4D FJ Line-to-Gain Coverage on 3rd and 4th Down.

If the ball is snapped more than 14 yards from the line-to-gain, your initial position remains the same as standard scrimmage plays. If your normal coverage of the play takes you to the line-to-gain, stop there.

4-PERSON MECHANICS (continued)

VI-1-5B LJ Goal Line and Try Coverage.

If the ball is snapped 5 yards or less from the B goal line, hustle to the goal line immediately following the snap.

VI-1-5C FJ Goal Line and Try Coverage.

If the ball is snapped on or inside B's 14 yard line, your initial position is the goal line.

VI-1-5D FJ Goal Line and Try Coverage.

If the ball is snapped more than 14 yards from the goal line, your initial position remains the same as standard scrimmage plays. Once your normal coverage of the play takes you to the goal line, stop there.

VI-1-5E BJ Goal Line and Try Coverage.

If the ball is snapped on or inside B's 14 yard line, your initial position is the end line.

4-PERSON MECHANICS (continued)

VI-1-7B R Reverse Goal Line Mechanics.

If the offensive formation forces your initial 7×7 position to be on or inside the goal line, start on the goal line and be wider than usual to keep an appropriate angle.

VI-1-7C/D/E/F Reverse Goal Line Mechanics.

Utilize reverse mechanics when the ball is snapped on or inside A's 10 yard line.

4-PERSON MECHANICS (continued)

VI-2-1D FJ Punt Mechanics.

Take an initial position on your sideline approximately 5 yards ahead of the deepest receiver.

VI-2-1E BJ Punt Mechanics.

Start approximately 3 yards behind the deepest receiver and at least 8 yards wide of the nearest receiver. If the deepest receiver lines up on or inside R's 10 yard line, stand on the goal line and be wider than usual to keep an appropriate angle.

IF IN DOUBT

The “If in Doubts” have been developed to provide guidance on the desired course of action when an official may be unsure. Generally, these guidelines recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, and giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn and understand how to apply each of the “If in Doubts” in game situations when it becomes necessary. Their importance is stressed by being placed in the front of the NIRSA Rules Book.

1. *If in doubt, continue the game. (Rule 1)*
2. *If in doubt, consider the safety of all participants to be paramount to the game. (Rule 1, 3)*
3. *If in doubt, it is a catch. (Rule 2)*
4. *If in doubt, it is not a foul. (Rule 2)*
5. *If in doubt, apply conserving/consuming time. (Rule 3)*
6. *If in doubt, a snap close to the ground remains live. (Rule 4)*
7. *If in doubt, the flag belt has been pulled. (Rule 4)*
8. *If in doubt, the ball is released. (Rule 4)*
9. *If in doubt, the out-of-bounds punt is short of the zone line-to-gain. (Rule 5)*
10. *If in doubt, the A player 1st touched the snap 2 yards behind A's scrimmage line. (Rule 7)*
11. *If in doubt, the pass is backward. (Rule 7)*
12. *If in doubt, the passer is behind the A scrimmage line. (Rule 7)*
13. *If in doubt, the pass is legal. (Rule 7)*
14. *If in doubt, it is a touchback. (Rule 8)*
15. *If in doubt, the out-of-bounds punt near the goal line is a touchback. (Rule 8)*

PER FHSAA POLICY

Mouth Pieces are
required equipment